



This Record Certifies that



#### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died \_\_\_\_\_
- ☐ Was raised/res'd \_\_\_\_\_
- ☐ Was reincarnated \_\_\_\_\_



Adventure Record#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**TSS4-01 The Verdant Trail**  
**A Meta Regional Adventure**  
**Set in Sunndi and the Vast Swamp**

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

Home Region \_\_\_\_\_

**APL 2**

max 450 XP; 450 gp

**APL 4**

max 675 XP; 650 gp

**APL 6**

max 900 XP; 900 gp

**APL 8**

max 1,125 XP; 1,300 gp

**APL 10**

max 1,350 XP; 2,300 gp

• **Favor of the Iron League:** This favor can be spent for one of the following (the PC must still pay full normal costs for any item):

- ❖ One influence point in the Jade Mask meta organization.
- ❖ Have one weapon or armor enhanced to +2
- ❖ One-time access to one of the following items: *banded mail of luck, ring of mind shielding, rod of splendor*
- ❖ One-time access to one of the following armor enhancements: *shadow, silent moves, slick*

Members of the Jade Mask gain meta-regional access to the items above and need not spend the favor for this. They may use this favor once to gain access to one of these items (or any from the Jade Mask) from a core scenario.

• **Disfavor of the Iron League:** Any favored status with the league is revoked. Having unfavored status may affect future scenarios.

• **Favor of Hextor:** This favor can be spent for one of the following (the PC must still pay full normal costs for any item):

- ❖ Have one weapon or armor enhanced to +2
- ❖ One-time access to one of the following items: *mace of terror, shatterspike, drums of panic*
- ❖ One-time access to one of the following weapon enhancements: *axiomatic, shock, keen*

• **Disfavor of Hextor:** The PC is now disfavored by the Hextorites in the county of Stalward. This may affect future scenarios.

• **Disgrace of The Unseelie Court:** The PCs are considered disgraced in the eyes of the Unseelie Court of fey. This may have consequences in future scenarios set in the Vast Swamp.

• **Kiss of Aurelia:** The PC has been kissed by Aurelia and is now beholden to her. The Kiss works as a permanent charm, causing the PC to see Aurelia as his or her friend (the amorous content of which is left to the player to decide). The PC is beholden to defend her. He also receives a -4 penalty to all charm and compulsion spells cast by fey.

Animals (excepting bonded animals such as familiars) react poorly on the PC due to the nymph's lingering aura. All Charisma checks relating animals have a -4 competence penalty.

The condition can be removed by Aurelia at will, or by a *remove curse* cast at 12<sup>th</sup> level. The PC will generally not seek to remove the condition on his own volition.

• **Wanted in Ahlissa:** The PC wounded or killed some Hextorites in the Principality of Naerie. They are considered hunted within the region and for the next 52 TUs, may not play any adventure set in the City of Naerie without the possibility of capture.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 2**

- ❖ *Ring of swimming* (Adventure; CL 2<sup>nd</sup>; DMG)
- ❖ *Ring of mind shielding* (Adventure, CL 3<sup>rd</sup>; DMG)

**APL 4** (all of APL2 plus the following)

- ❖ *Wand of cure light wounds* (Adventure; CL 1<sup>st</sup>; DMG)

**APL 6** (all of APLs 2-4 plus the following)

- ❖ *+2 chainmail* (Adventure CL 6<sup>th</sup>; DMG)

**APL 8** (all of APLs 2-6 plus the following)

- ❖ *Breast plate +2* (Adventure CL 6<sup>th</sup>; DMG)
- ❖ *Pearl of power 1<sup>st</sup> level* (Adventure CL 17<sup>th</sup>; DMG)

**APL 10** (all of APLs 2-8 plus the following)

- ❖ *Scroll of greater command* (Adventure; CL 9<sup>th</sup>; DMG)

#### Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost \_\_\_\_\_

Other Coin Spent \_\_\_\_\_

Total Coin Spent \_\_\_\_\_

#### Items Sold

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Value of Sold Items \_\_\_\_\_

Add ½ this value to your gp value

#### Items Bought

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Cost of Bought Items \_\_\_\_\_

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

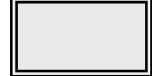
Starting TU

1 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL